6 Footswitches and Knee Lever

These leg- and foot-operated controls allow you to turn on and execute various performance functions without taking your hands from the keyboards. Controllable functions include Registration Shift, Glide, Sustain, and Melody On Chord/SoloStyle, as well as Rhythm operations such as stop, ending and Fill In.

Footswitch Control

The Electone has two footswitches on the expression pedal that can be used to control various functions. The right footswitch is used for the Registration Shift functions (see page 56). The left footswitch can be set to control one of the following functions: Glide, rhythm stop, rhythm ending, and rhythm Fill In. Assignments of the functions are made in the Footswitch pages.
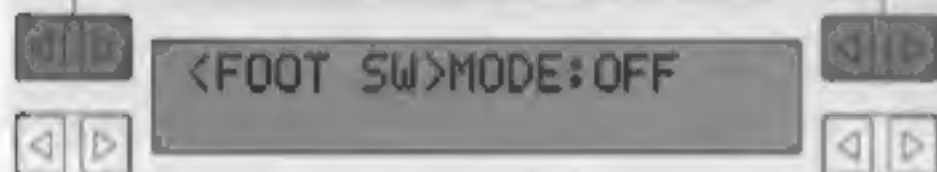
To select the Footswitch pages:
Press the FOOT SW. button in the DISPLAY SELECT section.

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Use any of these Data Control buttons
to select the footswitch mode

<FOOT SW>MODE:OFF

Three modes are available: OFF, RHYTHM, and GLIDE. Select the desired mode with the top right or top left Data Control buttons.

Off
Cancels left footswitch control.

Rhythm
Selection of left footswitch control over rhythm functions. When this is chosen, the following display appears:

<FOOT SW>MODE:RHYTHM
■STOP □ENDING □FILL

① **②** **③**

Use any of these Data Control buttons to select
the three settings, STOP, ENDING or FILL.

Select one of the three Rhythm Control functions from this display.
Pressing the footswitch executes the corresponding function:

① Stop

Functions as an on/off switch for the rhythm pattern.

② Ending

Switches the rhythm to the Ending pattern, after which the rhythm is
stopped.

③ Fill In (FILL)

Switches the rhythm to the Fill In pattern.

Glide

Selection of footswitch control over Glide. Pressing the footswitch
immediately lowers the pitch of the selected voice or voices by a half-
step. When the Glide setting is chosen, the following display appears:

<FOOT SW>MODE:GLIDE
■LEAD □UPPER □LOWER

Selects UPPER

Selects LEAD

Either of these selects LOWER

The Glide function can be applied to any one or all of the voice sections
shown in the display: Lead, Upper, and Lower. Select the desired voice
section(s).

Note: When using the footswitch to
control Glide, be careful to keep press-
ing the footswitch for as long as you
want Glide to remain in effect.

Note: When the Glide function is
applied, Vibrato is not effective.

Knee Lever

The knee lever, located on the underside of the keyboard panel, can be used to turn one of the following functions on and off: Melody On Chord/SoloStyle or the Sustain effect.
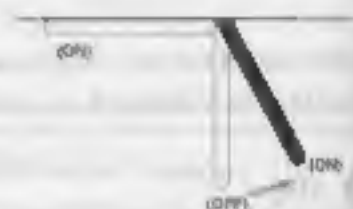
Sustain

To select knee lever control over Sustain:
Make sure that the Upper and/or Lower Sustain effect panel controls
have been turned on; otherwise, the knee lever will have no effect.

To use the knee lever:
Fold the knee lever down and press it to the right with your knee when
you want to have sustain.

When the knee lever is vertical:
The sustain effect is cancelled.

When the knee lever is continuously pressed to the right:
The sustain effect is on.

When the knee lever is folded up:
The sustain effect is applied constantly, as long as the front panel sustain
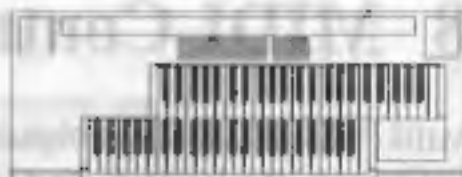buttons are on.

Melody On Chord and SoloStyle

To select knee lever control over Melody On Chord and SoloStyle:
Press the A.B.C./SoloStyle button in the DISPLAY SELECT section
and use the Page Select buttons to select the Solo/M.O.C. page. Then set
the KNEE control to ON, and select one of the modes.

```
<SOLO/MOC>         2
 MOC TYPE1   ■KNEE
```
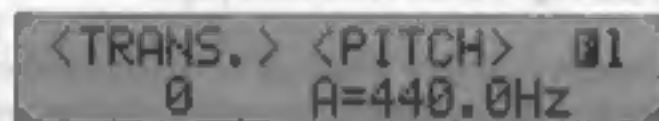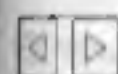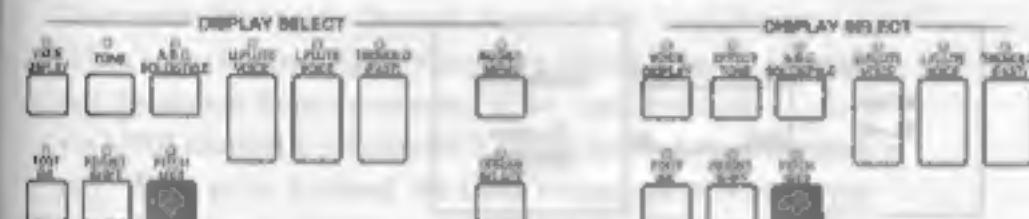
7 Pitch Controls

There are two pitch-related controls on the Electone: Transpose and
Pitch. Transpose allows you to change the key of the instrument and Pitch lets you finely adjust the tuning.
These features make it easy to change the key of a song to accommodate a vocalist's range or to precisely
match the tuning of another instrument. The Pitch controls are located on the Pitch page.

To select the Pitch page (Page 1):

Press the PITCH/MIDI button in the DISPLAY SELECT section.

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<TRANS.> <PITCH>   1
    0   A=440.0Hz

Increases the Transpose value.
Decreases the Transpose value.

Increases the Pitch value.
Decreases the Pitch value.

Transpose (TRNS.)

Determines the coarse pitch setting of all the voices, and is adjustable in
half-steps (semitones). Range: -6 — +6 (one octave)

Pitch

Determines the fine pitch setting of all the voices.
Range: 438.8 Hz — 444.5 Hz

8 MIDI Controls

MIDI (Musical Instrument Digital Interface) is a kind of communication system for electronic musical instruments. It is built into most every modern digital musical instrument and allows different instruments to "talk" to each other and control each other's functions. For example, the Upper keyboard of your Electone could be used to play sounds on a connected synthesizer. In another application, a rhythm machine can be programmed to play its rhythm patterns in perfect synchronization with the tempo set on the Electone.

To use the MIDI functions you must, of course, have a second MIDI device (such as a synthesizer or rhythm machine), and a set of MIDI cables. Connect the MIDI cables as shown in the illustration below:

All MIDI functions are controlled from Page 2 and Page 3 of the Pitch/MIDI pages.

To select the MIDI pages:
Press the PITCH/MIDI button in the DISPLAY SELECT section, and select Page 2 and Page 3 with the Page Select buttons.

Page 2 — Output Channels

These select the MIDI channel
for Upper keyboard.

These select the MIDI channel
for Lower keyboard.

This determines the channels over which MIDI information will be transmitted. The Upper keyboard can be set to send over channels 1 or 4, while the Lower keyboard can send over 2 or 5. The Pedalboard automatically sends over channel 3. The MIDI receive channel of each connected MIDI device should match the numbers set here.

Note: When using another MIDI device to play the Electone's voices, you must set the MIDI transmit channel(s) of the connected device to match the receive channel(s) of the Electone. The MIDI receive channels of the Electone are automatically set to the following values:

Upper: 1
Lower: 2
Pedal: 3

These select the Lead setting.

These select
the Sync setting.

These select the Expression Pedal setting.

❶ Lead

Determines Internal or External control of the Lead Voices.
When set to Internal, Lead Voices are played from the Electone
and the sounds from a connected MIDI instrument can be played
via MIDI channel 1 (or channel 2, when the To Lower function is
on). When set to External, the Lead Voices can only be played
from the connected instrument via MIDI channel 4.

❷ Sync

Determines the source of the timing control, for rhythm synchro-
nization purposes. Setting this to Internal gives the Electone
timing control over the connected rhythm machine. This also
allows you to start and stop the rhythm patterns of the connected
rhythm machine from the Electone's panel controls. Setting this
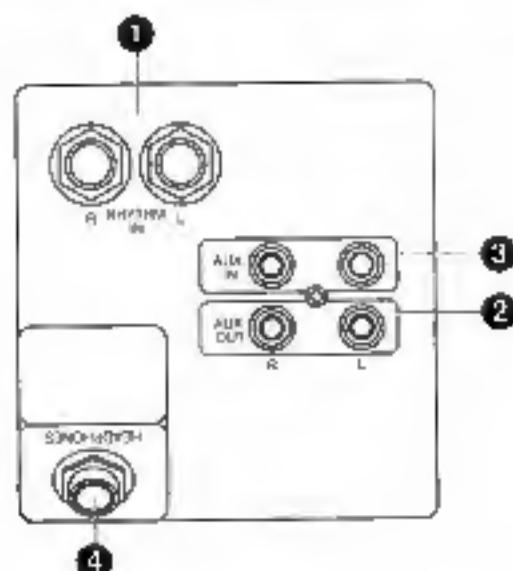to External gives timing control to the connected rhythm ma-
chine.

❸ Expression (EXP.)

Determines the control of the expression functions. Ordinarily,
this control is set to AUTO. However, when it is set to INT., you
can manually control the expression pedal during M.D.R. play-
back (EL-60 only). When set to EXT., another (external) Elec-
tone can be used to control the expression pedal functions.

Note: Accompaniment pattern
sounds cannot be controlled via
MIDI.

9 Accessory Jacks and Controls

On the left underside of the Electone keyboard is a separate panel equipped with various input/output terminals, the functions of which are described below.

① RHYTHM IN (Left and Right)

This pair of phone jacks are for connection to an external rhythm machine. The sound of the connected device is mixed with the sound of the Electone and played through the speaker system. The volume of the rhythm machine can be controlled by the Expression pedal of the Electone.

② AUX. OUT (Left and Right)

This set of stereo outputs (RCA pin jacks) is for connection to external amplification/speaker systems. Typically, they are for direct connection to a home audio system or cassette deck.

③ AUX. IN (Left and Right)

This pair of RCA pin jacks are for connection to an external stereo sound source, such as a cassette deck or home audio system. The sound of the connected device is mixed with the sound of the Electone and played through the Electone's speaker system. Adjust the level by using the control(s) on the connected device.

④ HEADPHONES

For connection of a stereo headphone set. When headphones are connected to this jack, sound to the Electone's built-in speaker system is automatically cut off, allowing you to play without disturbing others.

10 Music Disk Recorder (EL-60)

The Music Disk Recorder (M.D.R.) is a sophisticated recording device built into the Electone that lets you record your performances. It works like a cassette tape recorder, but it records performance data instead of sounds. The Music Disk Recorder not only records the notes you play; it also remembers the voices and rhythms you select, the front panel controls you change, as well as all expression pedal, footswitch and knee lever positions, to reproduce your performance exactly as you play it. Moreover, you can separately record different parts of your performance, building up a song part by part.

Using Disks With the Music Disk Recorder

The M.D.R. records all your performance data to disks. A blank disk has been included with your Electone for you to record your performances.

Inserting the disk:

Put the included disk, face up, into the disk slot under the M.D.R.
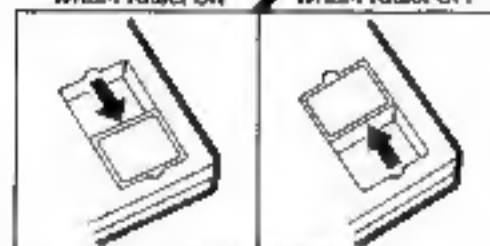

LED lights briefly when disk is inserted.

Write-Protect tab

Write-Protect ON   **Write-Protect OFF**

> Note: Either double-sided double-density (2DD) or double-sided high-density (2HD) 3.5-inch microfloppy disks can be used with the M.D.R.

> Note: When you wish to record to a disk, make sure the disk's Write-Protect tab is set to OFF. Set it to ON when you wish to protect valuable data from being accidentally erased.

Ejecting the disk:

To remove the disk, press the EJECT button next to the disk slot.

Formatting a Disk

Before recording a performance to your blank disk,
the disk must first be formatted.

To format a disk:

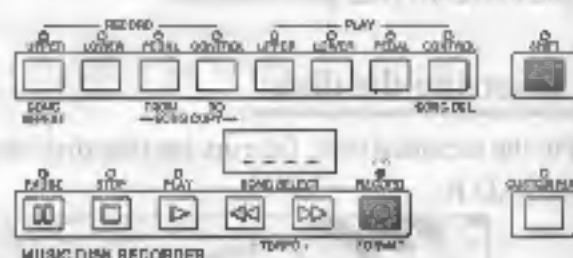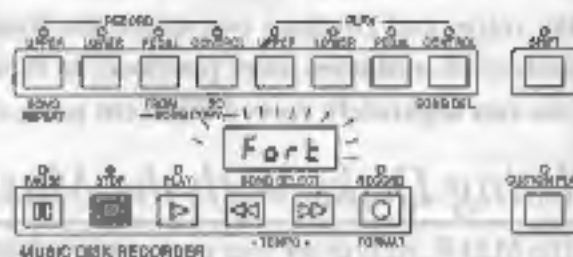**1.** Put the disk, label facing up, into the disk drive.

2. Press the STOP button.

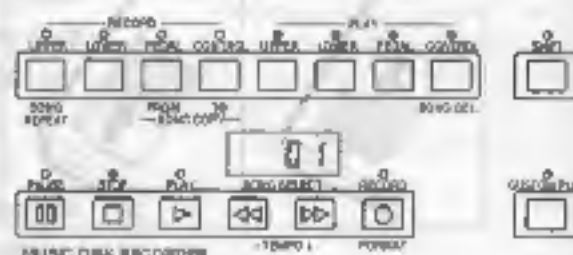**3.** While holding down the SHIFT button, press the
FORMAT button.

This step puts the format operation on stand-by,
indicated by the dashes in the M.D.R. display and the
flashing LED above the FORMAT button.

> **Note:** If you format a disk that contains previously recorded data, all data on the disk will be erased. To avoid inadvertently formatting a disk after this step, press the STOP button.

4. Press the FORMAT button again to begin formatting.

The LED above the FORMAT button stays lit. The
number "160" appears in the M.D.R. display and
counts down to "001" as the disk is being formatted.
When formatting is completed, operation returns to
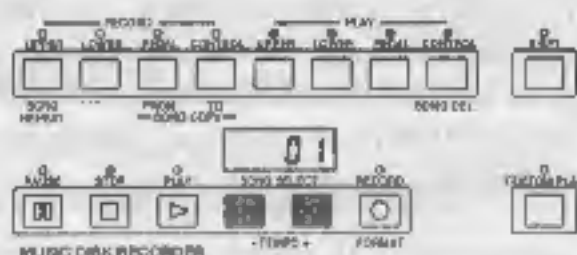the original STOP status.

Making a Recording

Recording with the Music Disk Recorder is as easy as using a tape recorder. In this section, you'll learn how to record your first complete performance with the Music Disk Recorder.
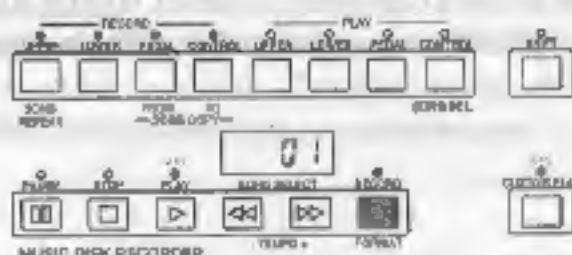
To record a song:

1. **Set the desired registrations on the Electone.**
Make all the Electone settings necessary for the song you will record. This means entering the all registrations you will need for the entire performance in the Registration Memory. Make sure also to select the registration that you will use at the beginning of the song.

2. **Put a formatted disk into the disk slot.**

3. **Use the SONG SELECT (◄◄, ►►) buttons to select the song number for recording.**
Up to 40 songs can be stored on a disk. When a disk is first inserted, song number 01 is automatically selected.

> **Note:** If the disk has songs already recorded to it, use the SONG SELECT buttons to search for a song number that has not yet been recorded to.
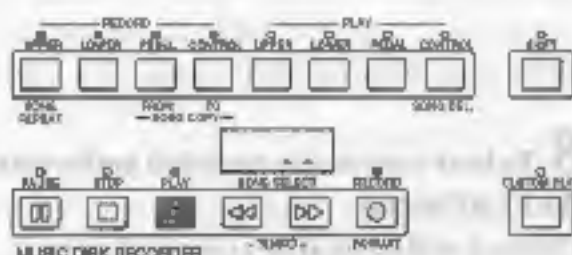
4. **Press the RECORD button.**
The RECORD lamp lights up and the PLAY lamps begins blinking, indicating that the Music Disk Recorder is ready to record.
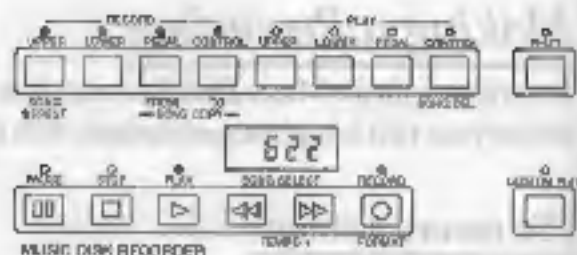

5. **Press the PLAY button.**
The PLAY lamp lights up and small bars flash across the M.D.R. display from left to right, indicating that the recorder is being set up.

> **Note:** In this step, the registrations and other settings on the Electone are recorded — before the recording of any performance data.

6. After numbers appear in the display of the Recorder, begin playing.

Once the setup operation in step #5 is complete, a number will appear on the recorder display indicating that you can begin recording your performance. The number also indicates the amount of memory left on the disk.

If you make a mistake during recording:
Press the PLAY button while the recorder is still running...

This stops the recording and returns you to the starting point of the song. The letters "rE" (retry) appear on the left side of the M.D.R. display and the PLAY and CUSTOM PLAY LEDs start flashing, indicating that you can re-record the song.

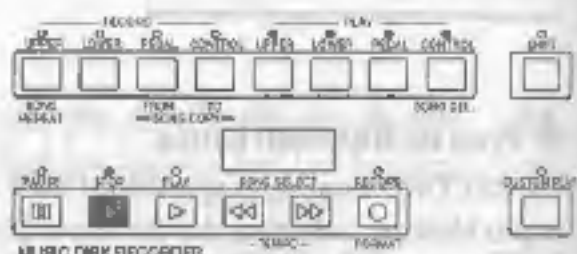### ...then press PLAY again to begin re-recording the song.

Re-recording starts from the beginning of the song and replaces the previously recorded performance with the newly recorded performance.

7. When you finish playing, press the STOP button.

When the STOP button is pressed, both the RECORD and PLAY lamps go out, and recording is stopped.

8. To hear your newly recorded performance, press the PLAY button.

Playback will begin after a couple of seconds.